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1. (Amended Herein) A method for recording and playing data, the method comprising:  
incrementally recording a first set of data in less time than it takes to play the first set of data; and  
incrementally playing a second set of data wherein the incremental playing of the second set of data begins while incrementally recording the first set of data.

2. (As Originally Filed) The method of Claim 1, wherein the second set of data is recorded data from the first set of data.

3. (As Originally Filed) The method of Claim 1, wherein the data is audio data.

4. (As Originally Filed) The method of Claim 1, wherein the data is video data.

5. (As Originally Filed) The method of Claim 1, wherein the data is multimedia data.

β2  
6. (Amended Herein) A play while record system comprising:  
a first device;  
a second device;  
a record module configured to record on the second device a first stream representing a first set of data from the first device; and  
a play module configured to play a second stream representing a second set of data from the second device wherein the play module plays the second stream while the record module records the first stream, and wherein the record module records the first stream in less time than it takes to play the first stream.

7. (As Originally Filed) The play while record system of Claim 6, wherein the first set of data and the second set of data represent the same data.

8. (As Originally Filed) The play while record system of Claim 6, wherein the second set of data represents data recorded from the first stream.

9. (As Originally Filed) The play while record system of Claim 6, wherein the data is audio data.

10. (As Originally Filed) The play while record system of Claim 6, wherein the data is video data.

11. (As Originally Filed) The play while record system of Claim 6, wherein the data is multimedia data.

12. (As Originally Filed) The play while record system of Claim 6, wherein the first device is a CD-ROM drive.

13. (As Originally Filed) The play while record system of Claim 6, wherein the second device is a memory device.

14. (As Originally Filed) The play while record system of Claim 6, wherein the first device is the same as the second device.

15. (As Originally Filed) The play while record system of Claim 6, wherein the record module is further configured to perform at least one test on the CD-ROM drive.

133 16. (Amended Herein) A method for playing and simultaneously recording streams of audio data, the method comprising:

receiving a first stream of audio data from a first set of audio data;

encoding the first stream of audio data to produce a first encoded stream of audio data, the encoding of the first stream of audio data occurring in less time than it takes to play the first stream of audio data;

encrypting the first encoded stream of audio data to produce a first encrypted, encoded stream of audio data;

saving the first encrypted, encoded stream of data to a first data file in a first storage location;

reading a second encrypted, encoded stream of audio data from a second data file in a second storage location wherein the reading of the second encrypted, encoded stream of audio data begins while encoding the first stream of audio data;

decrypting the second encrypted, encoded stream of audio data to produce a second encoded stream of audio data; and

decoding and playing the second encoded stream of audio data.

17. (As Originally Filed) The method of Claim 16, wherein the first data file is the same as the second data file and the first storage location is the same as the second storage location.

18. (As Originally Filed) The method of Claim 16, wherein the first stream of audio data from a first set of audio data is received from a CD-ROM drive.

134 cont 19. (Amended Herein) A system for playing streamed data while recording streamed data, the system comprising:

means for recording a first set of streamed data in less time than it takes to play the first set of streamed data;

means for playing a second set of streamed data; and

means for beginning the playing of the second set of streamed data while recording the first set of streamed data.

20. (As Originally Filed) The system of Claim 19, wherein the second set of streamed data is recorded data from the first set of streamed data.

21. (Amended Herein) A method for playing and recording audio data at the same time, the method comprising:

recording audio data in less time than it takes to play the audio data; and  
playing a recorded portion of the audio data during recording of the audio data.

22. (As Originally Filed) The method of Claim 21, wherein recording the audio data includes:

reading the audio data;  
encoding the audio data; and  
saving the encoded audio data.

23. (As Originally Filed) The method of Claim 21, wherein playing the encoded audio data includes:

reading the encoded audio data; and  
decoding the audio data.

24. (Amended Herein) A method for processing audio data comprising:  
stream recording audio data in less time than it takes to play the audio data; and  
stream playing the recorded audio data wherein the stream playing of the stream recorded audio data begins before the stream recording of the audio data is finished.

25. (Cancelled in Response to Restriction Requirement)

26. (Cancelled in Response to Restriction Requirement)

27. (Amended Herein) A computer readable media comprising instructions when executed comprise the method of:

receiving a first set of data and a second set of data;  
incrementally recording the first set of data in less time than it takes to play the first set of data; and

137 starting an incremental playing of the second set of data while incrementally recording the first set of data.

28. (As Originally Filed) The computer readable media of Claim 27 further comprising receiving the first and second set of data in a packet form transmitted from a remotely disposed computer via a network.

138  
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29. (New) A computer readable medium having instructions that, when processed, perform a method for encoding and playing an audio data file, the method comprising:

reading and encoding the audio data file in less time than it takes to play the audio data file; and

51 playing an encoded portion of the audio data file during the encoding of the audio data file.

30. (New) The computer readable medium as described in Claim 29, the method further comprising:

storing the encoded audio data file in at least one of a plurality of encoding formats.

31. (New) The computer readable medium as described in Claim 30, wherein the encoding format is automatically detected for playing the encoded audio data file.

32. (New) A method for playing an audio data file, the method comprising:

reading and encoding the audio data file in less time than it takes to play the audio data file; and

playing an encoded portion of the audio data file during the encoding of the audio data file.

33. (New) The method as described in Claim 32, the method further comprising:

storing the encoded audio data file in at least one of a plurality of encoding formats.

34. (New) The method as described in Claim 33, wherein the encoding format is automatically detected for playing the encoded audio data file.